

ATARI® 800™

COMPUTER PROGRAM IN-STORE DEMONSTRATION MANUAL



A Warner Communications Company 

Model CX8117
Use with
ATARI® 400™ or ATARI 800™
PERSONAL COMPUTER SYSTEMS

IN-STORE DEMONSTRATION MANUAL



A Warner Communications Company 

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INTRODUCTION

DEMONSTRATION DISKETTE A VISUAL DEMONSTRATION THAT RUNS BY ITSELF

The **ATARI 800™ In-Store Demonstration Program** highlights a variety of applications and features of the **ATARI 800™ Personal Computer System**. Text, color graphics, sound, and music demonstrate the full capabilities of the system. This program is designed for the ATARI 800 Personal Computer System with 48K of RAM.

The ATARI 800 In-Store Demonstration Program works by itself without human intervention once the program is loaded. It continues to run automatically until an interested viewer presses a key. Some of the advanced features of the ATARI Personal Computer are demonstrated by this program:

- **Smooth, unblinking animation** is found in screen displays where the moving pencil appears. Thanks to a unique second processor for graphics, the computer can merge two screen images. This custom-designed integrated circuit allows an image to pass in front of or behind another image, as well as allowing smooth motion.
- **An upper- and lowercase character set** is standard, thanks to another custom-designed ATARI integrated circuit. The characters can be made into a custom font if desired. In addition, both large- and small-size letters can be made with the same character set.
- **Scrolling one scan line at a time** is a unique capability of the ATARI Personal Computer System. Other computers jump whole character lines at a time. This screen display is part of the interactive section that begins when a customer presses any key on the keyboard (except the **SYSTEM RESET** key).
- **Player-missile visual effects capability** is seen when the little girl walks from home to school. This ability to project a moving character (player) onto a background makes graphics much more interesting.
- In addition to the advanced visual capabilities, ATARI Personal Computer Systems also lead in sound capability. A **unique integrated circuit lets you play four musical or sound effect voices at the same time**. The background music, "Computer Disco," demonstrates the ATARI Personal Computer's ability to play chords.

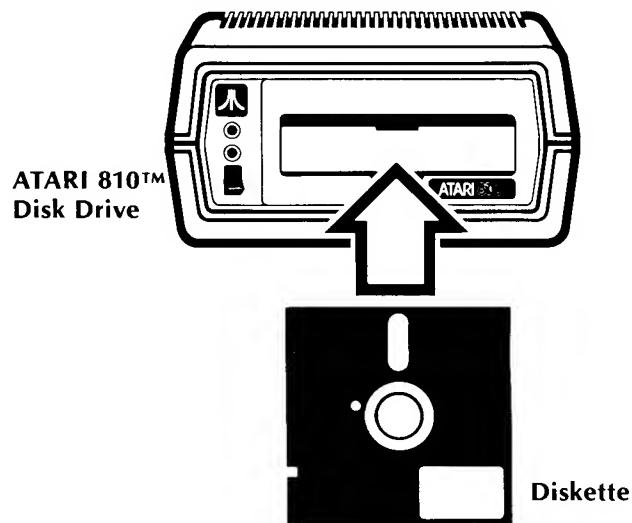
WHAT TO LOOK FOR

The beginning ATARI logo screen display will scroll through colors available to the user. Each of the following screen displays highlights a feature or application. There are an impressive variety of uses for ATARI Personal Computers:

- Business
- Complex mathematics
- Access to wire services
- Stock market quotes
- Games
- Household management
- Self-help and instruction
- Communication with data banks
- Communication with other computers
- Programming in PILOT, BASIC, assembly, and other languages
- Education
- Word processing
- Engineering
- Personal finance
- Graphics
- Statistics
- Learning foreign languages
- Record keeping
- And more.

DISKETTE HANDLING

The black jacket around the diskette is a protective covering. Touch only the outside jacket when handling a diskette. If you touch the exposed ferromagnetic strip, demonstration data can be lost. Make sure that the label is face up and at the edge nearest your hand.



LOADING AND RUNNING THE IN-STORE DEMONSTRATION DISKETTE

1. Connect the ATARI 800™ Personal Computer System to a television set and to a wall outlet as instructed in the *ATARI 800 Operator's Manual*.

Note: Make sure that at least 48K of RAM is installed in the ATARI Personal Computer System. See the operator's manual for ATARI Memory Module™ loading instructions.
2. Connect the ATARI 810™ Disk Drive to the ATARI 800 Personal Computer System and to a wall outlet as instructed in the *ATARI 810 Disk Drive Operator's Manual*.
3. Open the cartridge door on the top of the computer console. Check to make sure that all cartridges are removed from both the left and right cartridge slots. Close the cartridge door.
4. Turn on your television set.
5. Turn the disk drive POWER (PWR) switch to ON. Two red lights (the BUSY light and the PWR ON light) will come on.
6. When the BUSY light goes out, open the disk drive door as instructed in your operator's manual.
7. Hold the In-Store Demonstration Program Diskette with the label in the lower right corner and the arrow pointing toward the disk drive. Insert the diskette into the disk drive and close the disk drive door.
8. Turn the computer console power (PWR) switch to ON. The program will load into the computer's memory automatically.
9. When loading is complete, the multicolored ATARI logo will automatically appear on the screen and the demonstration program will begin. If for some reason the demonstration is not running, repeat the loading and setup procedures.

Note: After the demonstration begins, you can optionally unplug the ATARI 810 Disk Drive for use elsewhere. The program cannot be halted by pressing any of the keys on the keyboard. When you press a key the program will ask, WANT TO KNOW MORE? after completing its current message.

The first part of the demonstration is a colorful show-and-tell section beginning with the ATARI logo.

The program shows some of the reasons for owning an ATARI Personal Computer System. Press any key (except **SYSTEM RESET**) to begin the second part of the demonstration. This part encourages some interaction by asking the viewer to type his or her name and press the **RETURN** key.

More information and more sample uses of the ATARI computer are shown in this part. If no keys are pressed, the main section of the program will repeat indefinitely.

If you want to interrupt the demonstration and start from the beginning, press the **SYSTEM RESET** key to bring in the first screen display of the ATARI logo.

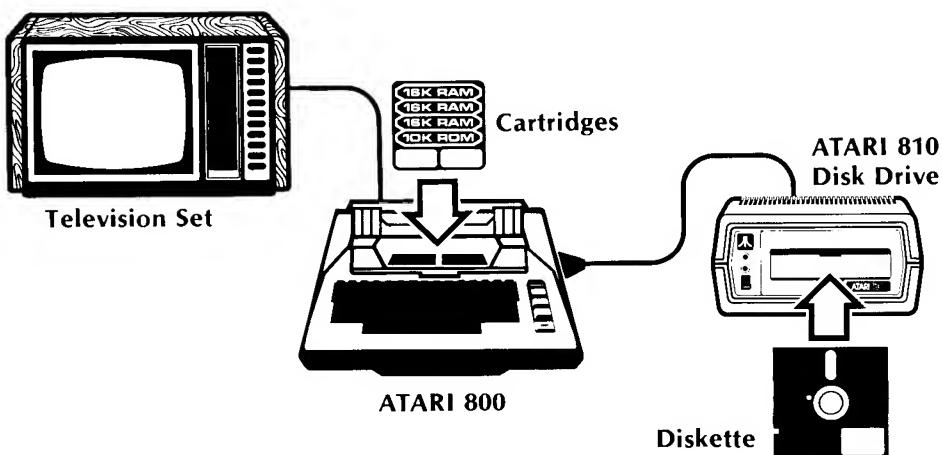
WANT TO KNOW MORE?

TYPE IN YOUR FIRST NAME AND PRESS THE **RETURN** KEY

This message asks the viewer to type his or her name. The program waits for the **RETURN** key to be pressed. If **RETURN** is not pressed within one minute, the screen displays will start again with the opening logo frame.

SETUP PROCEDURE

The ATARI 800 Personal Computer equipment and accessories necessary for running the In-Store Diskette Demonstration are shown below.

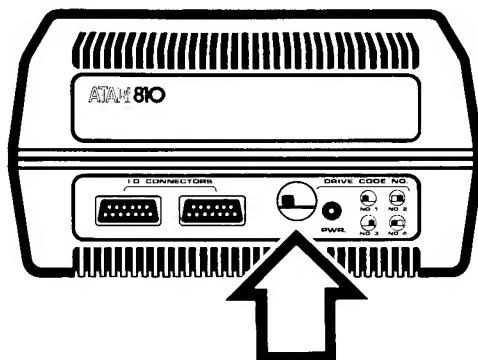


It is recommended that you read the *ATARI 800 Operator's Manual* for complete setup and operation instructions. The following is a review of the setup procedures.

SETUP CHECKLIST:

- ATARI 800 Personal Computer System and ATARI 810™ Disk Drive.
- Three 16K RAM Memory Modules (Model No. CX853); 48K of RAM is required.
- You must remove all cartridges from both the left and right hand cartridge slots. This includes the BASIC Computing Language cartridge (Model No. CXL4002).
- The ATARI 810 Master Diskette containing the Disk Operating System program is not needed.
- The 10K ROM Operating System (Model No. CX801) is necessary. Do not remove it.
- If a television set is used, the TV Switch Box should be set to **COMPUTER** (or **GAME**). Make sure the television is set to the same channel as selected on the side of the ATARI 800 Personal Computer System.
- The ATARI 810 Disk Drive must be set to **Drive 1** (see the *ATARI 810 Operator's Manual* for instructions).

(Normally the ATARI 810 Disk Drive is preset to Drive 1 during manufacturing.) The DRIVE CODE can be adjusted by using a screwdriver or pen to flip the tabs in the circular cutout in the back of the disk drive. The back of the disk drive has a diagram showing the switch positions. See the rear view diagram of the ATARI 810 Disk Drive below:



**Position of tabs when the ATARI
810 Disk Drive is set to
Drive 1.**

AIDS IN USING THIS PROGRAM IN A STORE

This program is self-demonstrating. At the end it invites the viewer to ask for more information about ATARI Personal Computers. Selections from ATARI's library of software can be used for further demonstration.

Please send any questions about this product or other ATARI products to this address:

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